

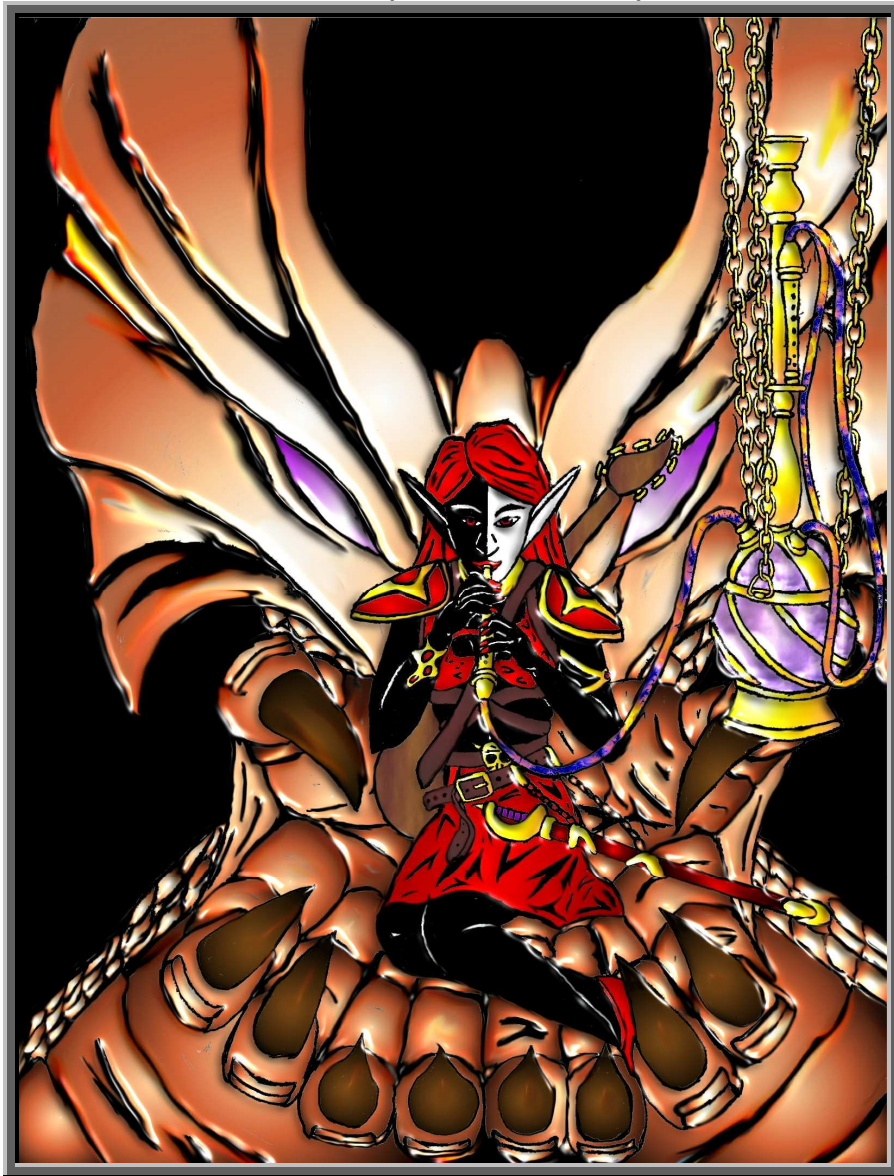
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Presents:

ALCHEMY UNLIMITED

Rules for Magical Narcotics Use and Creation

Written by Seth Skorkowsky



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What is Alchemy Unlimited?

Alchemy Unlimited is a companion book to Drug Lab Unlimited which brings in the element of magic to an Interlock Unlimited setting. The following rules are to be used in conjunction with the Drug Lab rules. For simplicity, many of the examples given below are describing potions, however the actual form of the magical drug may be in any form available in Drug Lab Unlimited. As with Interlock Unlimited, the creator must possess a Chemistry (Alchemy) skill of 4 and Med. Pharmaceuticals (Med. Apothecary) skill. Magical drugs also require an Arcane Lore of at least 4.

A Note Regarding Magic Drugs:

When using Alchemy Unlimited as well as Arcane Unlimited, there becomes two distinct way of creating magical potions, salves, pills, powders, etc..

Magically Created Drugs

The first method is done by a spell caster using the Bestow Magic spell. The key points to drugs made this way are:

1.) The power imbued is restricted to spells, skills, and Stats the caster is capable of bestowing normally.
2.) The onset time for a drug created this way is instantaneous.
3.) This potion may be made from any consumable liquid the caster chooses (water, whisky, Kool-Aid, etc.) since the power is an enchantment
4.) A user choosing to drink only a portion of a potion will only receive the effect as if the power was cast at whatever percentage consumed. For example: Drinking half of a potion of Regeneration that was created at 8th level of enchantment will act as potion created at 4th level, but for the full effect of a 4th level enchantment. The same potion can be consumed as four 2nd level Regeneration potions, etc.
5.) The potion is identifiable by a caster using Sense Power the same as any other enchanted item.

Alchemist Created Drugs

The second method is done by an Apothecary that mixes ingredients to create the desired effect. An Apothecary does not need to be a spell caster, but does require an Arcane Lore skill of 4. The key points to Alchemist Potions are:

1.) The power imbued is from the potion's creation through alchemy. The creator only needs the ingredients, lab, and recipe.
2.) The onset time for a magical drug depends on how it is taken and the drug itself.
3.) The way the potion appears is not entirely up to the creator. While the Alchemist may try to alter the appearance, DM has final ruling.
4.) A user choosing to drink only a portion of a potion will only receive the effect of whatever percentage taken. See Drug Cutting rules in Drug Lab Unlimited.
5.) The potion is identifiable by a caster using Sense Power but also by an Apothecary, providing they have a lab.

Let's Jump Right Into It, Shall We?

When creating a drug, you must ask some questions : What do you want this alchemical creation to do, how much do you want it to cost, how difficult is it to make?

The contents of this supplement deal strictly with potions/drugs made by an Alchemist.

DRUG EFFECTS -

Below are listed certain drug effects, what happens if you OD (see OVERDOSE) while taking one. Note that a drug effect can only be bought ONCE.

Acid / Flame Tongue (Difficulty 25)

This drug allows the user to spit forth a stream of acid or fire (determined by creator). The stream is 10 meters long per strength of the drug. It causes 2D6 for the first round and 1D6 and 1D6/2 for the following two rounds, for every drug strength level. Like a flamethrower, the stream can be swept between points, using the Scatter Diagram for a miss. To-Hit is determined by user's REF + Drug Strength + 1D10.

Acid Damage: Armor protects normally, but SP are eaten away at 1SP/hit. Once armor is eaten through, remaining damage goes to target.

Fire Damage: Hard armors protect normally. Soft armors must be >15SP to protect the target, and are damaged 2pts/hit. BTM does not reduce burn damage.

The power is fully expended when the stream is spit, but the user has until the end of the drug's duration to spit it. If the user does not expend the power, the drug erupts in their stomach for the normal damage.

OD: Overdosing on Acid/Flame Tongue will cause the user to make an immediate Resist Torture Drugs (DC 10 + total strength of all doses ingested). Success means they become violently ill and vomit the full amount taken. Use Scatter Diagram to determine where stream goes. Failure means the drug erupts inside them.

Armor Plated. (Difficulty 20)

This drug creates a tough chitinous exoskeleton on the user. The armor is 5SP for every level of the drug strength and is considered a layer for stacking purposes. At strength 4 the armor is +1EV, and at strength 5 it is +2 EV.

OD: Overdosing on Armor Plated will cause the plates to fuse, inferring an additional +4EV for REF and MA.

Armor Skin (Difficulty 15)

This causes the user's skin to thicken into a natural armor. The armor is 4 SP for every level of drug strength. The armor is considered soft and does not affect encumbrance unless it is being added to any existing SP the user's skin already has. If so, it counts as a layer.

OD: Overdosing on Armor Skin will cause the user's skin to become a thick callous, resulting in -1 ATR and -1REF. The callous will peel off in 1D6 days.

Darksight (Difficulty 10)

This drug enhances the user's vision to see in low-light conditions, even in total darkness. For every point of the drug's strength, reduce the penalty for blindness (-5) by 1 point. The user sees in black and white.

OD: an overdose of Darksight causes the target to become extremely susceptible to light for 1D10 hours. Anything brighter than an ember will require a Stun Save as if by a Flash Grenade. Anything as bright as the sun can cause permanent blindness.

Change Form (Difficulty 15)

This drug allows the user to change into a different person, humanoid, or animal. The form will be of a specific being and requires a portion of that being (hair, skin, nail clippings, etc) to be added to the drug at its creation. Once taken, the user becomes a physical duplicate of the original being impersonated. Creatures that are not animal-organic (elementals, gaseous creatures, constructs, etc) cannot be copied, and meta/magic properties cannot be mimicked. The new form must be capable of physical speech if the user wishes to talk (most animals cannot speak). The effects only change the user and not the user's clothes or items. The user can change size up to 1 size increment up or down (see Interlock Unlimited Core Rules chart). If the user is trying to impersonate a person or creature, they receive a +2 to their Disguise for every level of the drug. However if they are not familiar with the subject being impersonated and do not know their speech patterns, ticks, mannerisms, they receive only +1 per drug strength. While the drug does change the user's scent and voice, it does not change their aura.

OD: overdosing on Change Form drug causes the user's body to morph uncontrollably for 1D10 minutes. The rapid changing is exhausting and requires a stun/shock save every minute.

Eldritch Renewal (Difficulty 15)

Once this drug takes effect it will immediately renew 2 points of Eldritch Reserve for every point of drug strength. Even though the magical effects are instantaneous, the drug's duration must still be taken into account for possible overdose.

OD: Overdosing on this drug means that the caster's ability to renew has been taxed to the breaking point. They must make a Very difficult (25) Resist Torture/Drugs or lose 1 point of Cool for 1D3 days.

Environmental Adaptation (Difficulty 10)

Environmental Drugs help the user acclimate to an extreme hot or cold environment. Cold Adaption drugs lower a user's chances of hypothermia by 15% per point of drug strength. Heat Adaption drugs lower the user's chance of heatstroke by 15% per strength point. See Interlock Unlimited Core Rules for environmental rules.

Fly (Difficulty 15)

This drug allows the user to fly through the air and hover. The user will have a flying MA of 5 per drug level.

OD: Overdose of this drug causes extreme vertigo, requiring the user to make a stun/shock save every round that they move or become violently ill from dizziness. The effect lasts for 1D6 hours.

Grow/Shrink (Difficulty 20)

These drugs will cause the user to either grow or shrink one size increment (see Interlock Unlimited Core Rules chart) per strength level. Growing and shrinking bestow the effects listed in the chart. It takes one round per increment to increase or decrease in size. Any non-living items worn will not change size with the user unless the drug is taken as a sprinkled, dust, candle, or incense. It takes one round per increment to increase or decrease in size.

OD: The drug goes horribly awry and growth/shrinking is not uniform. User rolls 1D10. Under 4 means no apparent

abnormality. Every point above 4 indicates one random body location that is not grown/shrunk.

Healing (Difficulty 15)

Once this drug takes effect it will immediately heal 1 point of damage for every point of drug strength. Even though the magical effects are instantaneous, the drug's duration must still be taken into account for possible overdose.

OD: Too much healing drugs in the system will cause the body to go into overdrive, trying to heal wounds that may or may not exist. User must make a Mortal 0 save or die.

Imbue Skill (Difficulty 20)

These drugs can bestow a specific skill (but not special ability) to the user. The level of the skill is the same as the drug's strength level. Users operate at the skill level of the drug or their own skill (if they possess it) whichever is higher. The effects do not stack onto existing skills and any use of the bestowed skill will not give the user any IP in that skill. The alchemist creating the drug must know the skill and at the appropriate level in order to make the drug.

OD: overdosing on these drugs causes the user's mental pathways to short. They must roll a Stun Save (-1 for every drug level). If the user fails, they will lose 1 level in that skill if they already had it. If they do not have the skill, they will never be able to learn it and must use more drugs or other magic if they want to use it again.

Increased Eldritch Reserve Recovery (Difficulty 20)

This drug increases the speed at which a spell caster recovers Eldritch Reserve points per hour. For every strength level of the drug, the user will recover an additional number of eldritch points per hour equal to the Wielding level.

OD: On overdose on this drug requires the user to roll a Difficult (20) Resist Torture Drugs check. Failure results in halving their normal Eldritch Reserve recovery rate for 1D6 days.

Invisibility (Difficulty 20)

This drug makes the user invisible to the normal spectrum, save a slight distortion (+2 per drug strength to user's Stealth). They are more visible to thermograph, infrared, and ultraviolet vision (+1 per drug strength to user's Stealth). They are still fully visible to creatures on the Astral Plane because the invisibility is achieved by partially shifting the user to that plane. If the drug is physically taken (ingested, smoked, injected, etc.) only their body is invisible and not their clothing or items. If the drug form is applied (incense, candle, dust) the user and the items he is holding or wearing at the moment of drug onset will become invisible. Any items picked up afterwards will be visible and seen as if floating in the air. Any invisible items that leave the user's possession will immediately become visible again, though the user will not unless they physically contact a living being. If the user is in in water or precipitation, the Stealth modifier drops by half.

OD: An overdose causes the rift between the astral and material planes to disrupt. They must roll 1D10. 1-5 means they are dropped back into the material world. 6-10 drops them fully into the astral plane. In either case the user is stunned for 1D6 rounds.

Jump (Difficulty 10)

This drug allows the user to increase the distance and length they can leap or jump. For every point of drug strength the user can leap an additional distance of 5 meters and a height of 2 meters.

OD: an overdosing character develops painful leg cramps and must roll a Resist Torture drugs roll every round the character moves (DC = 2 x meters moved) or their leg muscles will lock for 1D6/2 hours.

Love (Difficulty 15)

Love drugs cause the user to feel a deep emotional and sexual obsession with another being. Normally the target of infatuation is the first person the user sees once the drug effects begin, but an apothecary can also mix the drug to attract the user to a specific target (+5 Difficulty). The alchemist will need a piece of the target of infatuation (hair, skin, nail clipping, etc...) for this version. For each point of Strength the user has a -1 against any EMP based skills used by the Target. The user will also have to make an Average (15) Resist Torture/Drugs (+1 for every point of drug strength) to not become hostile toward others that the user might see as a competitive 'threat' to the target's affections.

OD: An overdose of Love drugs is like causes a euphoric feeling where the user will become attracted and obsessed with everyone they come in contact with for 1D6 hours.

Luck (Difficulty 15)

This drug is the same as Attribute Increase, but increases the user's LUCK stat by +1 for every point of the drug's strength.

OD: If an overdose occurs, roll 1d10. On a roll of 1-5, you have lost a point of LUCK, permanently.

Magic Resistance (Difficulty 15)

This drug gives the user a +1 per strength level when resisting against the effects of Magical, Supernatural, Psionic, or Meta-Power abilities or items. If the power does not normally allow a resistance roll, the user is allowed one, but with no drug strength modifier. If the power is resistible for half-effect, the user is allowed 2 resist checks (one for each half of total effect) and is allowed the drug strength modifier for both rolls.

OD: an overdose of this drug causes the user to become hyper-sensitive, even allergic, to magic. They must roll an unmodified Difficult (20) Resist Torture/Drugs roll or incur a permanent -1 when resisting magic permanently.

Mind-Reading (Difficulty 15)

Mind reading drugs allow the user to hear the surface thoughts of a target. The target has a Very Difficult (25) Awareness (+1 difficulty per drug strength) to detect the psychic eavesdropper. They may choose to eject the user from hearing their thoughts on an Average (15) Resist Torture Drugs (+1 difficulty per drug level). The user can not mentally communicate with the target or probe for more than surface thoughts. The user does receive a +1 Interrogation and +2 Human Perception for every point of drug strength.

OD: An overdose of this drug opens a tidal wave of psychic thoughts that mentally deafens the user. The user must make a Stun save -2 or fall into a cataleptic state for 1D6 hours.

Psychic Bond (Difficulty 20)

This drug creates a psychic link between the user and one other intelligent target per drug level. The target can resist the bond with an Average (15) Resist Torture/Drugs (+1 per drug level). The bond allows the user and the targets to communicate telepathically. If one person in the link dies or suffers intense pain, all other members of the link must make a Stun save. Failure indicated unconsciousness for 1D6 rounds. The user must be able to see the target to form the bond, but once formed they no longer must maintain sight.

OD: An overdose on this drug causes the user to lose himself in the psychic chain. They must make a Difficult (20) Resist Torture/Drugs roll or become a mindless puppet to a random member of the bond chain. The master can give command which the user will obey without question.

Quicken (Difficulty 25)

This drug increases the users Reaction Total (RT) by 5 and their Initiative roll by +1 for every strength level.

OD: An overdose will cause the user's nervous system to overload, requiring a stun/shock save. Failure indicates one level of Initiative lost permanently.

Regeneration (Difficulty 20)

This drug increases the users healing rate to 1 point per drug strength a minute for the duration of the drug's effect. The user can also regrow lost limbs at the rate of one body location (forearm, wrist, hand, etc.) every 10 minutes.

OD: The user's body begins trying to heal non-existent wound or regrow limbs that are not missing. The user makes a Mortal 4 Save. Failure indicates death due to internal growths. Success means that the user begins growing a new limb or head from a random body location. Roll body location chart to determine how far down the new limb begins growing. A new arm might only be a hand or it might start at the shoulder and grow all the way into a hand. Unless a new head begins growing with a neck, the new head will only be 1 portion (eye, ear, mouth). The new growth is permanent. GM will determine if the new limb is functioning.

Speed (Difficulty 20)

This drug increases the user's Movement Allowance by +3 for every strength level for the drug's duration.

OD: An overdose of Speed can cause an overload of the user's cardiovascular system, requiring an immediate Mortal save. Failure indicates the user's heart and veins literally burst.

Tongues (Difficulty 10)

This drug allows the user to speak and understand other languages and to communicate with other intelligent beings. At strength 3 it allows the user to speak with creatures that do not use language (such as animals) but only so at an intelligence level and perspective of the creature being spoken to. At strength 5 the drug allows the user to speak with plants, though the conversation will be extremely limited and possibly very difficult.

OD: Overdosing on this drug causes the user to speak only in incoherent babble for 1D10 hours.

Water Breathing (Difficulty 15)

This drug allows the user to breathe water like a fish and handle the pressure of deep water. At Strength 1 the user can withstand 10 meters of depth pressure with no adverse effect. At Str 2 is 20 meters. At 3 it is 40 meters, at Str 4 it is 80 meters, and at Str 5 160 meters. Users do not suffer risk of 'the bends,' but are still subject to penalties form cold, darkness, movement, and underwater combat.

OD: An overdose on this drug must make a Very Difficult (25) Resist Torture/Drugs roll. Failure results in effects the same a nitrogen narcosis (see Interlock Unlimited Core Rules chart).

DRUG FEATURES

Drug Features are beneficial modifications that can be worked into drugs. They add a significant amount of difficulty, but the benefits they grant are sometimes worth it. Difficulty Cost Modifiers are listed in parentheses. Note that a drug feature can only be taken once per drug.

Faster Onset (Cost Modifier +5)

When the drug is taken, roll the Time to Effect and then half the result.

Instant Onset (Cost Modifier +10)

The drug effects begin within one second from when dose is taken.

TIMED SIDE EFFECTS

Eldritch Drain (Cost Modifier -5)

The user's Eldritch Reserve is lowered to zero and replenishes at half the normal rate.

Lowered Eldritch Reserve (Cost Modifier -3)

The user's Eldritch Reserve is drained 2 points per drug strength level. Points will replenish normally once effects wear off.

Smoking (Cost Modifier -2)

A faint stream of smoke will rise from a part of the user's body (nose, ears, mouth, etc.). The smoke is harmless but may make hiding or social situations a bit awkward.

Temporary Possession (Cost Modifier -8)

The user must make a Difficult (20) Resist Torture/Drugs save or they are possessed by a foreign entity that takes complete control of their body. Once the entity leaves, the user must roll under their INT (-1 for every point of drug strength) to remember anything they might have done while possessed. The entity may or may not be evil, but taking control of a helpless victim isn't exactly benevolent.

DRUG LEGALITY

Magical

Depending on the setting magical drugs may or may not be legal. However because magical drugs add an element of fantastical abilities, there is a price markup. Whether this increase is government taxes or gouging apothecaries is up to the GM. Any price increase due to specific drug legality should be in addition to the markup for being magical.

DRUG LEGALITY	PRICE MULTIPLIER
Legal/Common	x1 Dollars
By Prescription Only	x5 Dollars
Type C Illegal	x5 Dollars
Type B Illegal	x7.5 Dollars
Type A Illegal	x10 Dollars
Magical	x10 Dollars
Experimental	x25 Dollars

DRUG FORM DESCRIPTIONS

INCENSE

These drugs are infused into a nugget of incense that must be ignited in then and burned within two meters of the user. The drug effects begin once the incense is fully burned.

CANDLE

These drugs are infused into a candle that when lit radiates a 2 meter aura. The candle will burn for the duration of the drug effect and if the user leaves the area or the candle burns out, the effects cease.

DUST

These drugs are sprinkled over the user, effecting both them and their clothing and items. Think of Fairy Dust form Peter Pan.

NON-INGESTIBLE CHEMICALS

In magical settings there are several other mixtures that an alchemist can produce that are not drugs. Creating these mixtures requires a Chemistry (Alchemy) skill check and an Arcane Lore Skill of 4 but not Med-Pharmaceuticals (Med-Apothecary). Lab rules and costs still apply for producing these mixtures. Alchemists use Chemistry (Alchemy) instead of Med-Pharmaceuticals for creation rolls.

Arcane Ink

Difficulty 15

Arcane ink is a specially designed ink that spell casters and sages use to inscribe Books of Arcane Lore and other writings. The ink may be of any color including metallic.

Dragon Breath

Difficulty 25

Dragon breath is an extremely unstable oil that ignites on fire when in contact with oxygen. A 500ml vial can be thrown like a Molotov cocktail (1 meter area. 3D6 damage). It can also be coated onto weapons, allowing an additional 1D6/2 fire damage for every 1D6 of normal damage caused by the weapon. A 500ml vial of dragon breath holds enough oil to coat 5 ultra-light weapons or arrowheads, 4 light weapons, 3 medium weapons, 2 heavy weapons, and 1 very heavy weapon. The oil burns for 3 rounds. A careful character using a special lamp can burn a vial for 6 hours.

Eldritch Oil

Difficulty 15

As found in Arcane Unlimited, Eldritch Oil is a conduit spell casters use for creating magical items, consecrating a focus, or in other arcane ceremonies. Eldritch Oil is highly flammable and burns with a greenish white fire. Drinking a vial requires a Resist Torture/Drugs save of 15 or higher or will make the character sick for 1D6 hours and -1 REF.

Iron Glue

Difficulty 20

Iron Glue is a powerful adhesive that when adhered between two objects requires a Difficult (20) Strength Check to separate. At 1 minute the bond requires a Very Difficult (25) Strength check and at one hour requires and Nearly Impossible (30) Strength check. A 30ml (1oz) dose covers 0.3 square meters (1ft).

Liquid Light

Difficulty 10

Liquid light is a chemical that once shaken will emit light like a candle, a hard shake will cause it to glow as bright as a torch, but for half the duration. The liquid remains cool to the touch. The light can be any color the Alchemist chooses, including ultraviolet. A standard 500ml vial will glow for 2 hours. For difficulty 15 to create, the duration can be doubled to 4 hours, and for Difficulty 20 it can be lengthened to 8 hours. If ingested, the character must roll a Resist Torture Drugs roll higher than the creation Difficulty or suffer colorful and uncontrollable diarrhea for the next 1D6 hours.

Lunar Ink

Difficulty 15

Lunar in is a special kind of writing ink that, when written, will only be visible under the light of the moon. Under the moon’s light the ink will glow. At difficulty 25 there is an ink that will only glow under the light of the moon at a specific lunar phase.

APOTHCARY LAB QUICK REFERENCE CHARTS

DRUG EFFECT	Cost	DRUG EFFECT	Cost
Acid/Flame Tongue *	25	Antibiotic	10
Anticoagulant	10	Antidote	15
Aphrodisiac	10	Armor Plated *	20
Armor Skin *	15	Attribute Increase	20
Change Form *	15	Coagulant	10
Contraceptive	10	Darksight *	10
Depressant	5	Eldritch Renewal *	15
Enhanced Perception	15	Environmental Adaptation *	10
Euphoric	5	Fly *	15
Grow/Shrink *	20	Hallucinogen	10
Healing *	15	Hypnotic	15
Imbue Skill *	20	Increased Eldritch Reserve Recovery *	20
Increased Endurance	10	Increased Healing Rate	15
Invisibility *	20	Jump *	10
Love *	15	Luck *	15
Magic Resistance *	15	Mind-Reading *	15
Pain Negation	10	Psychic Bond *	20
Quicken *	25	Regeneration *	20
Speed *	20	Soporific	5
Stun Reducer	10	Tongues *	10
Toxin: Bio	10	Toxin: Neuro	15
Water Breathing *	15		
DRUG FEATURE	Modifier	DRUG FEATURE	Modifier
Faster Onset *	+5	Instant Onset *	+10
Lessened Withdrawal Symptoms	+10	Longer Duration	+10
Timed Duration	+10		
UNTIMED SIDE EFFECT	Modifier	UNTIMED SIDE EFFECT	Modifier
Addiction Tolerance	-4	Carcinogenic	-10
Cardiac Arrest	-12	Coma	-10
Death	-15	Genetic Damage	-6
Nerve Degeneration	-15	Nightmares	-6
Permanent Sense Loss	-6	Physiologically Addictive	-5/-10/-15
Possible Attribute Loss	-8	Psychologically Addictive	-4/-8/-12
Severe Withdrawal Symptoms	-6	Sterility	-8

TIMED SIDE EFFECT	Modifier	TIMED SIDE EFFECT	Modifier
Acne	-2	Aggressive Behavior	-6
Bad Breath	-2	Bloodshot Eyes	-2
Cold Sweats	-2	Constipation	-2
Cowardice	-6	Dandruff/Eczema	-2
Dehydration	-2	Delusions	-5
Depression	-4	Diarrhea	-4
Difficult Respiration	-6	Diuretic	-2
Dizziness	-5	Easily Bruised	-2
Eldritch Drain *	-5	Excessive Salivation	-2
Flatulence	-2	Hair Loss	-2
Hallucinations	-5	Headaches	-4
Heartburn/Acid Indigestion	-2	Hives	-4
Impotence/Frigidity	-2	Internal Bleeding	-4
Irrational Fear	-10	Itchy	-3
Kidney/Liver Failure	-8	Lack of Concentration	-5
Light Sensitivity	-2	Loss of Appetite	-2
Loss of Inhibition	-4	Lowered Eldritch Reserve *	-3
Memory Loss	-4	Nausea	-4
Numbness	-4/-6	Paralysis	-6
Paranoia	-5	Psychotic Rage	-10
Reduced Attribute	-5	Reduced Awareness	-6
Ringling In Ears	-2	Runny Nose	-2
Sense Reduction	-4	Sexual Arousal	-4
Sleepy	-4	Smoking *	-2
Strange Skin Pallor	-2	Suicidal Tendencies	-5
Technicolor Excreta	-2	Temporary Possession *	-8
The Munchies	-2	Tremors	-2
Water Retention	-2	Weight Gain	-2

Note : All timed side-effects can be bought as “Possible Side Effects” at half cost.

DRUG STRENGTH	COST	DURATION	MULTIPLIER
Strength +1	1	Short - 1D10 Minutes	x1
Strength +2	2	Medium - 1D6×10 Minutes	x2
Strength +3	4	Long - 1D10 Hours	x3
Strength +4	8		
Strength +5	16		
DRUG LEGALITY		PRICE MULTIPLIER	
Legal/Common		x1 Dollars	
By Prescription Only		x5 Dollars	
Type C Illegal		x5 Dollars	
Type B Illegal		x7.5 Dollars	
Type A Illegal		x10 Dollars	
Magical		x10 Dollars	
Experimental		x25 Dollars	

DRUG FORM	TIME TO EFFECT	COST MULTIPLIER	CAN IT BE CUT?
Pill, Tablet	2D6×10 Minutes	x 0.5	No
Gel Cap, Caplet	9+1D6 Minutes	x 1	No
Paper Tab	1D10 Minutes	x 1	No
Smoked, Inhaled	1D5 Turns	x 1	Yes
Powdered, Snorted	1D2 Minutes	x 1	Yes
Injected	1D5 Turns	x 1.5	Yes
Liquid	1D10 Minutes	x 1.5	Yes
Derm, Slap Patch	10+2D10 Seconds	x 2	No
Contact	1D5 Turns	x 2.5	No
Incense *	10 + 1D10 Minutes	X1	No
Candle *	1D3 Turns	X1	No
Dust *	1D5 Turns	X1	Yes

* Denotes Alchemy Unlimited

EQUATIONS				
Total Difficulty = Effects + Side Effects + Drug STR x Duration Multiplier				
Base Cost = Total Difficulty x Legality Multiplier (see VARIABLE DRUG COSTS)				
Final Price = Base Cost x Price Multiplier (see DRUG FORMS)				
MANUFACTURING:				
Fixed Cost = Total Difficulty x 20				
Batch Cost = Total Difficulty x 5 x Price Multiplier (see DRUG FORMS)				
# of Doses Per Batch = Chemistry Level + Pharm Level + 2D6				
Time to Produce = (Total Difficulty) hours				
Lab Type	Cost	Build Difficulty	Hours to Assemble	Batches at a Time
Basic	\$100	15	1	1
Moderate	\$1,000	15	5	2
Advanced	\$5,000	20	20	5
Sophisticated	\$25,000	25	180	8
Lab Type	Drug Level 1-10	Drug Level 11-20	Drug Level 21-30	Drug Level 31+
Basic	+0	-5	n/a	n/a
Moderate	+1	+0	-5	n/a
Advanced	+3	+1	+0	-5
Sophisticated	+5	+3	+1	+0

Non-Ingestible Chemicals			
Arcane Ink *		15	Iron Glue *
Dragon Breath *		25	Liquid Light *
Eldritch Oil *		15	Lunar Ink *

Written By Seth Skorkowsky, Images by Deric Bernier

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